

Out of Context: resident evil tyrants Supplement

V1 By clown-kills-you

This document can be used as a supplement in any Jump that would not otherwise have resident evil tyrants within its continuity.

By taking this Supplement you have chosen to be a tyrant and you will enter into that continuity as a Drop-In awakening in a drop pod from the umbrella corporation.

As a tyrant you are visibly similar to a Human, unless you choose not to be.

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

Origin

Nemesis T type

Ah. So you've chosen to be the Nemesis T type. Standing at 7 feet 3 inches (2.21 m) tall, weighing nearly 100 pounds (45 kg). You are a nightmare to fight with your regeneration and various forms and weapons. Tonight is a good night for S.T.A.R gazing

Ustannak

Ustannak is the true pinnacle of the java In every way. From his incredible strength to his nearly indestructible body. Add in his deadly prosthetic arm and you have yourself one scary son of a bitch. Good thing your him huh?

Thanatos tyrant

The Thanatos tyrant is on the more scary side because it's fast. Scary fast. And has high amounts of agility.

Perks:

Note:

To get a **Booster**: Perk you will need to purchase the complimentary Perks as an example:

Almost Unique -??? CP

Something Rare Booster: Something Unique

In order to get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

General Perks:

Tyrant Physiology- Free

All tyrants have super human strength and durability. Strong enough to casually punch through concrete walls with ease as well as crush human skulls with one hand and a single punch can kill a man near instantly. A tyrants durability is good enough that they can ignore small arms fire. Though more powerful weapons can stun them. Compared to "G", the Tyrant possesses an inferior regenerative healing factor. It can easily heal from the damage done by small knives or a bullet to the head. However damage like say its entire torso ripped out would kill it.

Adaptive regeneration- Free

If its power limiting coat is lost and has suffered significant damage, a tyrant will mutate into various different forms that depend on the tyrant. Though a lot have a similar theme of having claws.

Power Type Origin - Free (Cannot be taken with "Not Drop In")

This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were using this Supplement.

Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements)

Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

Unflinching -100 CP

Tyrants seem to somehow know when their damaged yet feel no pain. Now your the same as your brothen. You instantly know when your damaged but feel no pain. And you know what type of damage it is. Burning cutting blunt. Enjoy the look on your targets face when they stab you in the hand while your holding them only to simply pull the knife out without flinching.

Jumper -200 CP

No not the coat or movie. You can jump great Distances. This perk would let a normal human jump onto the balcony of a second floor from the ground. They think their safe up there?. Guess again.

Combat tendrils -400 CP

Like the Nemesis T type you have combat tendrils that extend from your hands and back. Their powerful enough to punch through a human skull with ease and come out the back. And are dexterous enough to use guns and key pads. When cut off they grow back extremely quickly

Ever growing -600 CP

Oh...oh dear...there was only one other like you before. Aka the hypnos tyrant. If that doesn't make sense then this will. You now have the the hypnos gene. Aka because of the gene your cells constantly fight and kill each other. Normally bad but for you it's good. The weak cells are killed off leaving only the strong cells. Thus your body is constantly refining itself to greater and greater heights. And you become more and more resistant to things that hurt you. Burned by fire? Get burnt enough and you'll be resistant to burns. Of course it never evolves into out right immunity but with how high the resistance gets it might as well be. Like if you were exposed to fire for 3 years. Then nothing short of the temperature of the sun could burn you. And if your exposed to that enough you'll grow resistant to that heat. But you know what they say. There's always a bigger fish. Though depending on where you are you may be that bigger fish. Give it time though and you'll become a leviathan eventually.

Combat tendrils Booster: multi tasker

Well well. Your tendrils are no longer like Nemesis. They surpass his. They will scale to always be several times stronger than your arms. Additionally they can now carry you and are much longer. You can basically be a biological horror version of doctor octopus. You also get multi tasking that lets you fight with every individual tendril. Just keep the uses of those tendrils PG will ya?

Ultra tyrent-(Requires Ever changing Retribution and W tyrent)

This...you've gone beyond being just a tyrant. You now **THE** tyrant. You have enough strength to drag Ustannak Nemesis and the Thanatos tyrant by casually walking while they try to pull you backwards with all their might In their most powerful forms. Your durable enough to tank several shots from a rail gun and it would only take a golf ball sized Chunk of flesh out of you. You have every ability ever shown by any kind of tyrant amped up to your level. The arm stretching of the bander snatch. The electrical shocks of that one tyrent. For all intents and purposes you are the end point of tyrent evolution. The king of all tyrents so to speak

Replacement-100

With this perk if you use this Supplement to go to a setting that has tyrents or use this Supplement on a jump that has tyrents then you can chose to replace a tyrent you know of at the start of the Jump. Use this In resident 3 original or remake?. You can replace Nemesis if you want. And this doesn't mean you have to do what the tyrent your replacing does. So yes you can be Nemesis and instead of hunting jill help her. Or you can be Mr.X and help Leon. If you want you can take on their appearance and it doesn't affect your power or perks or abilitys. So if you replace mr.X then you'll still have combat tendrils if you bought that.

Nemesis Perk Tree:

Tracker -100 CP (Free for Nemesis)

As a tyrant usually deployed to hunt down troublesome targets you'll have to be good at tracking. Good thing you have this perk then. You are an unnaturally good tracker. If someone or somethings within an area the size of..say...the size of raccoon city then your guaranteed to find them.

Infection Mutation-200 CP (Discounted for Nemesis)

You can infect others with the T virus on contact. Your able to control the infected you create. And you have the ability to implant a Nemesis α parasite in zombies and other infected to Give them a strength boost and gives them tendrils sprouting out if their head where the parasite is

Higher quality unit-400 CP (Discounted for Nemesis)

You are now as strong and durable as the Nemesis itself if not more. A rocket launcher only only Able to stun you temporarily and you can walk through concrete walls like their nothing but air. A hail of machine gun bullets does nothing to you. A grenade launcher shot at you point blank would only send you flying back and that's if you weren't expecting it because if you had time to properly dig yourself in it wouldn't move you an inch. Nemesis is also quicker then he looks. And now so are you. If you know it's coming you can catch a rocket fired from a rocket launcher.

Superior unit: combat tendrils Booster

Now this is getting interesting. You've gained more strength and durability. You can treat Mac trucks like shopping carts. And things that would have killed you before barley scratch you now. Your

tendrils also benefit from this increase as well. And keep in mind that their always several times stronger then your arms. Your tendrils are fast and precise enough to catch several rockets at once and you can out pace a high quality car with ease. In terms of speed your equal to Nemesis in his second form. The fast quadruped one

Ever changing -600 CP (Discounted for Nemesis)

Like Nemesis you now mutate into different forms when near death or severely injured. If you die before you can mutate then the mutations will bring you back. You can only mutate three times. And with each mutation you get stronger and stronger. Reaching the zenith of power at the third. The way you mutate and the mutations are random bur are guaranteed to be useful for your current situation. Additionally your survivability has sky-rocketed. If they didn't make sure you were dead and or didn't see you die. Then you didn't die

Ever growing Booster: apex mutation

Instead of 3 mutations after severe injury or death. You now have five. With the fifth mutation making you at your third mutation look like a Muppet. Additionally you mutation forms are now more powerful

Infection mutation Booster: mini tyrants

When you implant an Nemesis α parasite in an infected it turns them into what is essentially a mini tyrant with all that entails

Ustannak Perk Tree:

Mechanical adjustment-100 CP (Free for Ustannak)

When it comes to cybernetics and prosthetics they usually take time to get used to. But you don't experience that. For you it's like you've had it your whole life and like it was a natural part of you. There's no adjustment time or anything. No worries.

Team work -200 CP (Discounted for Ustannak)

You are a walking beacon of moral support. When your allies and comrades see you they don't see a monster..ok maybe they do but your the monster on their side. You are an inspiration for your fellows. They don't lose hope. They fight as hard as they can and they never become overconfident. After all while it's good to be on edge...how could they lose with a titan like you on their side?

Persistence -400 CP (Discounted for Ustannak)

Everyone has goles. But your dedication to yours is stronger then most. When you dedicate yourself to a gole like serving a particular individual. Hunting an individual down. And things such as that then you will get a Boost in power. This would let a normal human tear a hunter beta apart with their bare hands and tank hits from them. Of course the boost goes away if you abandon your gole. But that doesn't stop you from devoting yourself again

Combat tendrils Booster: Alternative purpose

Skills and abilities can be used in different ways. Your tendrils apparently take this to heart as whatever gole you devote yourself to your tendrils are better at then they should be. If you devote yourself to being a healer then your tendrils can apply medicine and bandage wounds and staunch bleeding better then a highly trained professional with elite tools. Devoting yourself to being an assassin will make your tendrils able to kill more quickly and quietly then any human with high quality gear could hope to accomplish

Retribution -600 CP (Discounted for Ustannak)

Sometimes the thing or person you care for or serve is destroyed or killed. So you have to make the killer or destroyer pay. When your out for the blood of the one who took your gole or loved one your

stronger. Faster. More durable. More skilled. This would let a normal human throw down with a T-103 tyrant and win. All of your perks powers and abilities get a similar boost under the affects of this perk

Combat tendrils Booster: serpent tyrant

At the cost of losing some of your tendrils equal to the amount you use this perk on you can detach your tendrils and have them act as a sort of worm constrictor snake. The tendrils keep their strength and dexterity while separated and obey your commands and see the world through heat vision and echo location. As a bonus while your tendrils are attached you can use their new senses as your own.

Teamwork Booster: Something to protect

Whether you've lost someone or something before. Your resolve to protect your golem and or loved one enhances you to the same extent as the retribution perk. But that's not all. If you have allies who are on your side and are fighting with you to protect your golem and or loved one they get the boost of retribution as well

Thanatos tyrant perk line

ballerina recking ball-100 CP (Free for Thanatos tyrant)

For something so big and bulky one wouldn't expect you to go fast or be agile for that matter. Now when you fight someone or something for the first time they'll assume your slow due to your bulk. Imagine the look on their faces when you sprint at them like Usain bolt on crack

Loyalty -200 CP (Discounted for Thanatos tyrant)

It wouldn't do to have you not be trusted among your peers correct?. As long as you do the work of your "handler's" or "masters" you'll quickly gain their trust. Letting you get away with more and more as time goes on and you become the favourite. Of course it does have limitations. Intentionally injuring your "handler's" will snap them out of it if the lashing out by you wasn't warranted. But if that handler was beating you with a stick then it's their own fault in every else's eyes. After all...if you hit a dog enough it'll bite back eventually

Agile and precise-400 CP (Discounted for Thanatos tyrant)

Your Agile and precise. Your agility and precision surpasses that of any gymnast or parkour expert. In the eyes of trained humans you seem to almost blur with how fast you go. Additionally when you jump you can land as precisely as you want and exactly where you want so long as you could jump that Distance

Combat tendrils Booster: grappling tendrils

Well. Using your tendrils you can do a pretty good impression of spiderman now. Your tendrils are far far longer able to reach the top of that clock tower thing in Nemesis's boss fight where he takes on that quadruped form. While standing on the ground. And they're much faster now too. Able to block bullets before the gunmen fully squeezes the trigger to fire the gun.

W tyrent -600 CP (Discounted for Thanatos tyrant)

Well. This is horrifying. You are now as fast as Albert Wesker and can move in short bursts of great speed that rival his short bursts of great speed. To others it'll look like your teleporting. To add on you've gained a massive upgrade to your sight and reaction time to be able to properly use your new found speed. You also get a two times multiplier to your strength and durability

Ever growing Booster: www.speed.com

This is something else entirely. Your base speed is now on par with Wesker's great short bursts of speed. And your short bursts of great speed make him seem like he's moving at a snail's pace. And

instead of a two times multiplier. It's a five times multiplier now. Now go terrorise wesker by running literal circles around him. If he's still around and hasn't decided to get the fuck out of dodge after seeing your speed and strength

Loyalty Booster: fear and respect

With how great your might is. Is it any surprise that the higher ups try their best to keep you happy?. You can now get away with far more then before. Kill your handler for no reason?. Eh they can get another one. Destroy an expensive vehicle?. Your more expensive. Break both the arms and legs of the leader of the organisation?...ok that's too far but anything below that is fine. They'll relent to your demands too. Want a swimming pool filled with boiling cheese?...strange but sure. A Ferrari?. Don't think your gonna fit but sure. A month off?. Eh. Troublesome but they don't want to piss you off so sure.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Tyrant Clothing - Free

This is a closet containing every outfit any tyrant has ever worn. From limiter jackets to remake Nemesis out fit to Ustannaks duds. Have fun pal

Damaged drop pod - Free

It's the drop pod you arrived in. It's damaged but maybe a skilled researcher or engineer could fix or reverse engineer it?.

Tyrant weaponry-100

Here we have a collection of the weapons Nemesis uses in raccoon city.

Minigun: it's a minigun. It has infinite ammo and is guaranteed to rip through most unarmoured targets and shred through armoured ones if it isn't thic enough. It also never needs to reload.

Flamethrower: it's a Flamethrower. It has infinite fuel and burns hot enough to easily scorch flesh to the bone. And armour won't help as their armour will probably cook them alive because of the heat seeping In. The tank that the fuel is in on your back is durable to the point where one would need an anti-material rifle to damage it. Wouldn't want a cop to pop your tank would ya?.

Rocket launcher: its a rocket launcher. It has a laser guided aiming system and fires rockets that can easily destroy armoured vehicles and you never need to reload.

Any time you want these weapons an umbrella drop pod will land near you containing the weapon you wanted

Drawbacks:

Not Drop In +100 CP

You are no longer a Drop-In or from an alternate Reality.

You are instead Local who somehow ***“has this power”***.

You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Enemy Power User +200 CP

Normally you would be the only one “*with the power type*” within this continuity, however with this drawback “*one person for each origin*” will appear, one of each type “*but without perks*” who are each going to “*Do bad stuff*”.

Limited to First Origin +300 CP (Exclusive to Characteristic of Character A)

“*You are somehow something that can only use the Characteristic of Character A Perk Tree*”.

Because of this you are no longer able to take perks from the **Characteristic of Character B** Perk tree or the **Characteristic of Character C**.

Limited to Second Origin +300 CP (Exclusive to Characteristic of Character B)

“*You are somehow something that can only use the Characteristic of Character B Perk Tree*”.

Because of this you are no longer able to take perks from the **Characteristic of Character A** Perk tree or the **Characteristic of Character C**.

Limited to First Origin +300 CP (Exclusive to Characteristic of Character C)

“*You are somehow something that can only use the Characteristic of Character C Perk Tree*”.

Because of this you are no longer able to take perks from the **Characteristic of Character A** Perk tree or the **Characteristic of Character B**.

Perk Users +200 CP/+400 CP/+600 CP/+1000 CP

Normally there would be no other tyrants within this continuity, however with each purchase of this drawback, a new umbrella drop pod will appear at some point during your Jump, somewhere on your Planet.

For **+200 CP** only Nemesis T type will appear.

For **+400 CP** both Nemesis T type and Ustannak will appear.

For **+600 CP** the Nemesis T type and Ustannak and Thanatos tyrant will appear.

For **+1000 CP** the Nemesis T type Ustannak Nemesis T type and king tyrant will appear.

1. Nemesis T type will have access to all the perks on the **Nemesis Perk Tree** Perk Tree.
2. Ustannak will have access to all the perks on the **Ustannak** Perk Tree.
3. Thanatos tyrant will have access to all the perks on the **Thanatos tyrant** Perk Tree.
4. King tyrant will have access to all the perks on this Jump Document.

Generic Drawbacks:

Extended Stay +100 CP

You can Increase the duration of this jump by 10 years.

You can take this a maximum of 10 times increasing it up to 110 years total.

Stalker +100 CP

A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

How do I keep falling into these situations +100 CP

Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Bounty +100 CP

It seems you pissed off the wrong guys as you have a notable bounty on your head. Not enough to get the big guys interested but enough to get the attention of random thugs.

Wanted +100 CP

Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP

This jump is a little more explicit than normal; sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 CP

You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget +100 CP

Something about this world just seems... cheap, flying wires, plastic shields, old school lights and tatty looking monsters.

Thugs for days +100 CP

At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP

The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Angered Factions +100 CP

With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings +100 CP

You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood +100 CP

You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP

Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 CP

It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP

Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuities.

Stranded +100 CP

Instead of the normal beginning your origin would have, you find yourself in the middle of a deserted island somewhere in the ocean.

Plot Anchor +100 CP

Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook +100 CP

You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP

You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP

Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 CP

You are honorbound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP

Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconveniences +100 CP

Small issues will constantly occur causing minor discomforts for you.

Behind your back +100 CP

People are always saying horrible and often hurtful things about you whenever they think you're out of earshot.

What's that Smell +100 CP

No matter where you go, no matter what you do, something will always smell slightly off. The smell will change when in different locations but it will always be a distracting scent.

As you know +100 CP

Everyone expects you to already know what's going on so don't expect to get any explanations.

Sickly +100 CP

You have a poor immune system making you more susceptible to sickness, as a result of this you will get ill at least once a month.

This is a holdup +100 CP

For some reason every two bit henchmen, sidekick, minor minion and comedy relief character thinks they can kick your ass and thanks to this drawback they are going to go out of their way to prove it! Expect to get mugged a lot.

Magnet for Misfortune +100 CP

You have terrible luck causing you to be near constantly hit by random, unpleasant, and painful bouts of misfortune.

What's his name +100 CP

No one seems to remember your name and you have been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

Two of a kind +100 CP

People keep making parallels between you and other people, these comparisons are not flattering.

They heard you +100 CP

You will forget you took this drawback.

Any time you say something mean about someone they will overhear you and probably get upset.

Simple minded +100 CP

You find it difficult to understand slightly complex things and have trouble remembering when holidays are.

Money Money Money +100 CP

You now have an excessive desire for money, and other symbols of wealth being willing to go to extreme lengths to get more.

No hard feelings +100 CP

There is one random person who constantly tries to outdo you and somehow they keep succeeding and then rubbing it in your face.

Black Cat +100 CP

You are constantly finding ill omens pointing at you, mirrors break in your presence, individual magpies drop dead in front of you and many more. Let's hope these superstitions are just that.

Touch of Madness +100 CP

Things keep happening that make you think you're going crazy and maybe you are.

Hidden Knowledge +100 CP

People keep forgetting to tell you important things until it's just about to be relevant.

What's wrong with his face +100 CP

Your face has been messed up making you grotesquely ugly and near unrecognizable to everyone who knows you.

Awkward Affection +100 CP

You are really bad at expressing your affection with every attempt you make being extremely awkward and unpleasant for anyone who observes it.

Faulty Wires +100 CP

Whenever you attempt to use something you will believe that it is functioning as intended but you will not be able to find out until you actually need to use it.

Unnecessarily Slow +100 CP

Everything that happens here seems to take forever and move at a snail's pace so I hope you're a patient person.

Almost Entirely dark +100 CP

Has the sun gone out or something? Everywhere you go seems so dark that you could mistake midday for early night.

Pixelated Objects +100 CP

This level shows pixelation that would shame a NES, as everything in this level is in blocks!

Elites Everywhere +100 CP

Every Group of opponents that you face will have at least 1 extra Elite member.

Recurring Foe +100 CP

You have an enemy who you have no way to convince to leave you alone and each time they face you they learn more about you and how better to face you.

Language Barrier +100 CP

You do not speak the local language and no one here knows what you're saying until you learn.

Friend List +100 CP

You will constantly find a number of random people showing up who you do not have any memories of and claiming to be your friends, although some of them are, most will be trying to maliciously benefit from you.

They took my loot! +100 CP

Any time you leave any treasure unguarded, expect thieves to show up and steal it.

Crop Rotation +100 CP

The local farming industry is having a real issue thanks to pests and poor weather, so expect food to be far harder to come across and far more expensive.

In Another Castle +100 CP

You will forget this drawback and its past instances every time you start attempting a task or objective. Each time you attempt to complete a task or objective you will find that you have been tricked and will have to repeat the process over again.

Prove your worth +100 CP

Every time you try to do anything it seems that everyone will want you to complete an arbitrary task that somehow proves your worthiness. This won't be hard but it will be happening all of the time for every little thing and may even cause you to get stuck in a worthiness spiral requiring you to prove your worth in order to get things needed to prove your worth on something else.

Artificial Flashbacks +100 CP

At random points during this Jump you will have horrific flashbacks to horrible events that affected you and your family, however these events never took place.

Accident Prone +100 CP

You are prone to minor accidents that tend to be inconvenient, painful, or embarrassing, but will not likely kill you. Expect bad luck to adversely affect any plans you might make.

Scripted Encounters +100 CP

You'll run into whatever threat you're dealing with more often. You will not automatically become a priority target, but sheer proximity is likely to put you at risk.

The Glitch +100 CP

Technology fails around you, usually when you need it most. The airlock is going to

glitch when you are short on air, the powerpack is going to fall out of your blaster when the cyborg bounty hunter is taking aim on you, or your cybernetic arm is going to lock up when you need to lift the rubble off yourself. You might be able to jury-rig a quick repair, but you better act quickly. This will not be instantly fatal, but will make things more dangerous.

Culture Shock +100 CP

This world doesn't show the same standards culturally as the modern world, which is fine if you're quick to adapt. You however are not so lucky. With this drawback you'll constantly butt heads with cultural norms that are different than your own cultural norms. While you can slowly adapt to them they'll always rub you the wrong way, making your experience here much less enjoyable in the long run.

Hideous Haircut +100 CP

You have an ugly haircut that everyone finds disgusting and will make comments about and nothing you do will change it.

Where did I go wrong +100 CP

You can't tell the difference between confidence and arrogance.

Antagonistic Timing +100 CP

Your enemies keep showing up at inappropriate times.

This is a really good book +100 CP

Whenever you try to read a book you keep getting sucked into the narrative ignoring everything that happens around you.

Shy +100 CP

You find it incredibly difficult to talk with people you want to be friends with.

The Pollen +100 CP

You have hay fever and it's really really bad. A handful of flowers could cause your vision to blur and you to be sneezing for hours.

Silent Night +100 CP

Unfortunately not, every Christmas an annoying narrator will be rhyming in your inner ear the entire jump constantly reiterating insults and things that you already know.

Orphan +100 CP

Your in-universe parents are dead and you are an orphan.

I Spy +100 CP

Your enemies can easily spy on you without being detected.

Easily deceived +100 CP

You are too trusting and are willing to believe almost anything you are told and become confused when you are told conflicting things.

Didn't read the instructions +100 CP

You don't know how anything works and will never have anything explained. This means that using any type of equipment will require trial and error.

At least buy me dinner first +100 CP

Dangerous entities keep becoming romantically interested in you.

I must nap +100 CP

You need at least 7 hours of sleep per day regardless of perks and abilities or you will feel exhausted.

Never mind my head trauma +100 CP

People don't care when you are injured.

Unknown Rival +100 CP

It appears someone has taken a shine to you, but not in a good way. This Someone has a similar Ability or a similar area of expertise to you, and they're not taking it well. They won't do anything to harm you outright, but they will constantly try to one-up you or challenge you, and there's not much you can do to get rid of them; if you beat them at their challenges, they'll simply double down, and if you try to help them beat you to get them to leave you alone you'll come out on top purely by accident, which will again spur them to double down.

Perfection +200 CP

You are now a perfectionist and will refuse to accept anything less than perfection.

Mirror Match +200 CP

It seems that you have a Clone out there causing chaos. They will have all the perks and race options you picked in this Jump but their minds are empty.

Lemming Friends +200 CP

All of your in universe allies gain an unfortunate lack of self preservation taking actions that are obviously stupid or will likely end very poorly for them.

Bigger Boss +200 CP

Any time you defeat an enemy their boss or superior will instantly find out that you have and how you did it.

Too soon +200 CP

Every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

Nightmares +200 CP

You will suffer terrible nightmares showing you the dark and twisted actions of your enemies.

Friends From Beyond Your Dimension +200 CP

A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP

There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 CP

You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People +200 CP

It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole.

On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP

For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 CP

This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP

Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded +200 CP

You have lost your eyesight and will not regain it this jump.

Pet Food +200 CP

Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity +200 CP

Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.

It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP

You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Your a Joke +200 CP

It seems that no matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

Read people like a brick +200 CP

You can't read people, you can not understand people's emotions and often misconstrued what they mean causing you to be oblivious to the intentions of others.

Instruction Tape +200 CP

Whenever you do something for the first time you will be forced to watch a long boring tape that doesn't actually explain anything.

True to myself +200 CP

Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

An Accident +200 CP

You keep accidentally falling into compromising positions.

Stealthless +200

You are very bad at sneaking.

Discount Budget +200 CP

Anything you get your hands on is always the cheapest alternative option.

Looking for Help +200 CP

You have difficulty finding allies and will often find yourself alone without anyone to trust.

Betrayal +200 CP

You keep trusting people that you shouldn't and keep being betrayed.

Poor Underestimation +200 CP

You will forget that you have taken this drawback and whenever you underestimate an opponent they will gain a boost in power.

What the heart wants +200 CP

You have a massive crush on one of the main characters as appropriate for you, you will discover which one when the jump starts.

Pig +200 CP

You are always hungry with no amount of food truly satisfying your appetite.

Fighting myself +200 CP

At least once per week you will have to fight a fake copy of yourself.

Selective Amnesia +200 CP

Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 CP

You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP

You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Split-Personality +300 CP

It seems that you are not alone there. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you but they seek out what desires you refuse.

I've come to duel you! +300 CP

It seems that your list of enemies has expanded, growing to include beings from other settings. Perhaps you will face Egyptian pharaohs, strange children, furry animals or something stranger.

Living in Exciting Times +300 CP

Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 CP

All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 CP

Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

You're a right git +300 CP

Everyone thinks you're an arsehole and a cheat, and nothing you can do will prove this wrong.

I saw you barely over a year ago +300 CP

Your sense of time is terrible, you can't tell if a week has gone by or eight years.

You get one more +300 CP

If you do something annoying more than twice you will get punished. How, why by who? Well that will be situational.

Today's Kind of a bad day +300 CP

During this Jump you will have one really bad day as someone really strong will show up, beat you up and kidnap someone you care about and no matter what you do you will definitely die at least once so let's hope you have a 1-UP.

The Ghosts of Murder's past +300 CP

Anyone you kill in this Jump will haunt you in a very annoying way possible.

Outside Problems +300 CP

You keep getting stuck in situations outside of the regular continuity such as monsters, demons and extra planetary problems.

Crippled Limbs +300 CP

This can be taken up to four times with each time affecting a different limb for the duration of this Jump.

You may select from either a left or right crippled arm with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons.

You may select from either a left or right crippled leg with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved and with both legs crippled movement speed is reduced to one tenth.

Prepare for evasive actions +300 CP

Any time you are in a form of transportation it will be attacked.

Everything Is Fine Now +300 CP

There are consequences for your actions and it seems that after each battle you are going to need to help clean up the mess.

Local Scale +300 CP/+600 CP

For **+300 CP** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **+600 CP** your level of growth will be capped at 90% of the scale of growth of the local protagonist.

I'm going to take a walk +300 CP

You seem to be a walking magnet for issues as every time you go for a simple walk you will be pulled into the middle of some kind of event.

Lost or Found +400 CP

It seems that your possessions keep winding up in the hands of the worst person to have them, let's hope it's not world shattering.

The Importance of Education +400 CP

You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 CP

Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Empty Handed +400 CP

For the duration of this Jump all out of Jump Items and Warehouse options other than body mods are blocked.

You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Alone +400 CP

For the duration of this Jump you can not import any out of Jump companions or followers with the option of them being frozen in stasis for the duration of the Jump.

You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Powerless +400 CP

For the duration of this Jump all out of Jump perks, powers and abilities other than body mods are blocked.

You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

I am bound by my word +400 CP

You are bound by any promises you willingly make.

Known Enemy +400 CP

Someone doesn't like you. Maybe you wronged them, maybe your friends wronged them, or maybe there's just a huge bounty on your head. The point is, this person is going to try to kill you, and they will not stop trying to kill you until you or they are dead. They cannot be reasoned with, attempting to pacify them through supernatural means will not work, and restraining them will buy you time but they'll find a way out.

Here comes the bad part +400

Whenever you get new information there will always be a bad part of it.

Where am I why am I here +400 CP

You keep getting randomly teleported to locations to complete tasks without any idea of where you are or why you are there.

That wasn't so difficult +400 CP

You will forget this drawback and any time you act overconfident for solving an issue, a more difficult issue will occur.

Butterfly Wings +400 CP

Your mere existence will cause massive butterfly effects, previously unknown gems will show up, canon events will not take place.

Deathbound +500 CP

For the duration of this Jump you will die at least once a year.

False Friends +500 CP

At least 12 times a year an imposter will appear replacing one of your friends or allies, they are almost identical to them but will have malicious intentions.

PS1 Game +500 CP/+1000 CP

It seems that there is something wrong with this jump and instead of it being the anime universe you are instead in a PS1 game.

For **+500 CP** this means that what you see of the world will be blocky with flat textures on the floors, walls and people who are now complex NPCs.

For **+1000 CP** the entire world will function as a PS1 video game of the World with events forced to stick to a linear plot with optional time sensitive subplots; you will not gain a lives system or any of the in-game power ups however there may be collectibles that do nothing.

You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Us humans are full of surprises +600 CP

It seems that the humans of this world are not necessarily the same as expected. It seems that there are mutants, meta humans or otherwise superpowered people.

So Weak +600 CP

At some point during this Jump you and all your allies will be defeated, there is no way around this, you will lose and you will all be captured.

Auto-Punishment +600 CP

Every time you make a mistake you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries which build up over time, these injuries heal at a "normal" human rate in spite of any healing abilities you might have.

Boss Rush +600/1000 CP

Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all. For **+1000 CP** all the opponents will have their raw power to reach yours but they won't gain any extra training or proficiency.

AU Continuity +1000 CP

You are not in the canonical story but an alternative universe randomly created from all the FanFictions and Fan Theories.

Random Setting +1000 CP

By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.

<https://www.bestrandoms.com/random-movie-generator?genre=Fantasy>